

**Results Key:**

JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 Virtual Human: a computer graphics model for biomechanical simulations and computer-aided instruction

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2 Physically-based animation of volumetric objects

Chen, Y.; Qing-Hong Zhu; Kaufman, A.; Muraki, S.;

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3 Muscle modeling for facial animation in videophone coding

Braccini, C.; Curinga, S.; Grattarola, A.A.; Lavagetto, F.;

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4 Interactive modeling of the human musculature

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5 Hybrid anatomically based modelling of animals

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6 A physically-based model for real-time facial expression animation

Zhang, Y.; Sung, E.; Prakash, E.;

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7 Skin aging estimation by facial simulation

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8 A physically-based model with adaptive refinement for facial animation
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9 A new physical model with multilayer architecture for facial expression animation using dynamic adaptive mesh
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10 Facial animation
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11 Statistical generation of 3D facial animation models
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12 A step towards universal facial animation via volume morphing
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13 Modeling, tracking and interactive animation of faces and heads//using input from video
Essa, I.; Basu, S.; Darrell, T.; Pentland, A.;
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14 Emulation of the animal muscular actuation system in an experimental platform
García-Cordova, F.; Guerrero-Gonzalez, A.; Pedreno-Molina, J.L.; Moran, J.C.;

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15 **Neuro-fuzzy extraction of angular information from muscle afferents for ankle control during standing in paraplegic subjects: an animal model**

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